

09/909235

L Number	Hits	Search Text	DB	Time stamp
1	131	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal	USPAT	2003/06/11 13:02
2	15	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")	USPAT	2003/06/11 13:04
3	12	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture	USPAT	2003/06/11 13:04
4	11	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and cache	USPAT	2003/06/11 13:04
5	11	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache	USPAT	2003/06/11 13:04
6	11	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")	USPAT	2003/06/11 13:06

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L Number	Hits	Search Text	DB	Time stamp
1	22	(computer or video or multimedia) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D")) and (rendering and displaying same "frame buffer") and (stereo or "double buffered stereo") and @ad<20010719	USPAT	2003/06/11 09:53
2	0	((computer or video or multimedia) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D")) and (rendering and displaying same "frame buffer") and (stereo or "double buffered stereo") and @ad<20010719) and "allocating memory"	USPAT	2003/06/11 09:36
3	7	((computer or video or multimedia) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D")) and (rendering and displaying same "frame buffer") and (stereo or "double buffered stereo") and @ad<20010719) and (memory adj (allocation or allocating or portion or segment or zone or part or section))	USPAT	2003/06/11 09:38
4	0	((computer or video or multimedia) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D")) and (rendering and displaying same "frame buffer") and (stereo or "double buffered stereo") and @ad<20010719) and (memory adj (allocation or allocating or portion or segment or zone or part or section))) and "double buffered stereo"	USPAT	2003/06/11 09:38
5	173	(computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719	USPAT	2003/06/11 09:59
6	145	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal	USPAT	2003/06/11 09:59
7	14	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and ("double buffer" or "double buffered" or double-buffer or double-buffered)	USPAT	2003/06/11 10:00
8	14	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and ("double buffer" or "double buffered" or double-buffer or double-buffered)) and (memory same (segment\$3 or portion\$3 or organiz\$3 or organized or split\$3 or arrang\$3 or allocat\$3))	USPAT	2003/06/11 10:02

7	9	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up"))	USPAT	2003/06/11 13:07
8	5	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up")) and adapter	USPAT	2003/06/11 13:07
9	5	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up")) and adapter) and (graphics same adapter)	USPAT	2003/06/11 13:07
10	5	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up")) and adapter) and (graphics adj4 adapter)	USPAT	2003/06/11 13:07

9	22	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (memory same (segment\$3 or portion\$3 or organiz\$3 or organized or split\$3 or arrang\$3 or allocat\$3))	USPAT	2003/06/11 10:03
10	141	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (memory same (segment\$3 or portion\$3 or organiz\$3 or organized or split\$3 or arrang\$3 or allocat\$3)) and stereo or bi-focal	USPAT	2003/06/11 10:03
11	22	((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (memory same (segment\$3 or portion\$3 or organiz\$3 or organized or split\$3 or arrang\$3 or allocat\$3)) and (stereo or bi-focal)	USPAT	2003/06/11 10:04

11	5	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up")) and adapter) and (graphics adj adapter)	USPAT	2003/06/11 13:07
14	0	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up")) and adapter) and (graphics adj adapter)) and "single buffer stereo"	USPAT	2003/06/11 13:08
15	0	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up")) and adapter) and (graphics adj adapter)) and "double buffer stereo"	USPAT	2003/06/11 13:08
13	4	(((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer")) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up")) and adapter) and (graphics adj adapter)) and "buffer stereo"	USPAT	2003/06/11 13:08

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12	5	(((((((computer or video or multimedia or "X window" or X-window or Xwindow) and (graphics same ("3D" or three-dimensional or three-dimension or "three dimensional" or "3 D") and (rendering and displaying same "frame buffer"))) and @ad<20010719) and stereo or bi-focal) and (user and processor and memory and bus and display and (render or rendering) and image and "frame buffer")) and texture) and cache) and (option or choice or select\$3 or choose or "start up")) and (memory same (option or choice or select\$3 or choose or "start up"))) and adapter) and (graphics adj adapter)) and stereo	USPAT	2003/06/11 13:09
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